

2 Page Rules 1848-1890

What You Need

Each unit is a Brigade of Infantry, Cavalry or Artillery represented by a base with wargaming miniatures (2mm or 6mm are ideal, but you can use whatever scale). The table is divided in squares, with each side = three times the size of a unit. For example, if a unit is a 25x25mm base with 6mm or 2mm miniatures, each square should be 75x75mm. Table size for the scenarios included is 6 x 8 squares, with the longer sides being the player's edges. You will also need some D6 for each player.

Units

Units can be artillery, infantry or cavalry. Troops can be elite, average or green. Troops may also have the ability to *wild charge* or *skirmish*. Infantry can be armed with either smooth bore muskets, muzzle loading rifles, breech loading rifles or superior rifles. Artillery can have either smooth bore cannon, rifled cannon or breach loading rifled cannon.

Sequence of Play

- Player A moves his units, fires units, then makes Assaults.
- Player B moves his units, fires units, then makes Assaults.

Movement

Artillery and Infantry may move one square forward, back, left or right. Skirmish infantry and cavalry may move twice. A square on the battlefield may hold a maximum of 4 units.

Fire

Units may fire at a square which is within their range. Smooth bore armed troops may only fire in assaults. Cover of any type blocks fire – units may fire at units in cover but may not fire over or through the cover at units behind it.

Weapon	Range	Factor
Smooth-bore	0	0
Muzzle-loading Rifle	1	1
Breech-loading rifle	1	2
Superior rifle	2	3
Smooth-bore cannon	1	2
Rifled Cannon	2	2
Breech-loading Cannon	4	3

To fire roll as many dice as the totalled factors of all units firing at the same target square. Each 6 causes one hit. Units in hard cover may save hits on a roll of 4 or more. Units in soft cover may save hits on a roll of 5 or more. Units with breech-loading rifles save hits on a roll of 6.

Skirmishing units save hits on a roll of 6. These saves not cumulative, only the best one is used.

Remaining hits, after saving rolls, are divided equally among the units in the square. If there is an unequal number of hits then cavalry then infantry, then artillery take the extras. Units can survive two hits before being destroyed. Hits can be marked with counter, chits or smoke.

Assault

Units in one square can assault units in an adjacent square. Assaulting units may launch the assault from more than one square if they are flanking the square they are attacking. Assaults may not be launched diagonally. Artillery may not assault.

Attacker's factors

- +2 per infantry unit
- +1 per cavalry unit if combined with infantry
- 0 per cavalry unit if not supported by infantry
- +1 if one or more units is elite
- 1 if one or more units is green
- +1 if one or more unit can *wild charge*
- 1 per hit on attacking unit
- +1 if one or more unit can *skirmish*

Defenders factors

- +2 per infantry unit
- +1 per smooth bore artillery or French artillery base containing mitrailleuse
- +1 if one or more units is elite
- 1 if one or more units is green
- +1 if one or more defending units has superior rifles
- +1 for being in soft cover
- +2 for being in hard cover
- 1 for being attacked in the flank
- 2 for being attacked in the rear.
- 1 per hit on defending units.

Both sides add up their total and roll one d3 and add this. The total difference is the nr. of hits inflicted on the losing player, in this order:

- Cavalry
- Green Infantry
- Average Infantry
- Elite infantry
- Artillery

In case of a tie, both players take one hit, in the same order.

If all enemy units in one square are eliminated, the other player can move his units inside that square

Sample Forces

British 1854 (based on the battle of Inkerman)

8 Infantry Brigades -1 elite, 7 average. One of the average is the highland brigade and may Wild Charge. Infantry armed with muzzle-loading rifles
2 Cavalry Brigades, 1 elite, 1 average (heavy and light)
2 Artillery bases with smooth-bore cannon, average quality

Russian 1854

15 Infantry Brigades – All green and armed with muzzle-loading smooth-bores.
3 Artillery bases with smooth-bore cannon, elite quality

French 1859 (based on 2 corps at Solferino)

12 bases of infantry – Average and armed with muzzle-loading rifles
4 bases of artillery armed with muzzle loading rifled cannon and average quality
3 bases of cavalry, average quality

Austrian 1859

14 bases of infantry – half average, half green. For armament roll one dice, on a roll of 3,4,5 or 6 the unit have muzzle-loading rifles, on a roll of 1,2 they have smooth-bore muskets.
3 bases of cavalry, average quality
4 bases of artillery, average quality and armed with smooth-bore cannon.

Confederate 1863 (1 corps at Gettysburg)

11 bases of infantry – half elite, half average. For armament roll one dice, on a roll of 3,4,5 or 6 the unit have muzzle-loading rifles, on a roll of 1,2 they have smooth-bore muskets. All bases may wild charge.
4 bases of artillery, average quality and armed with smooth-

bore cannon.

Union 1863 (1 corps at Gettysburg)

12 bases of infantry – 8 average, 4 elite. All armed with muzzle loading rifles.
4 bases of artillery. 2 bases elite, 2 bases average. 1 elite and 1 average armed with smooth-bore cannon, elite and 1 average armed with muzzle-loading rifled artillery.

Prussian 1870 (4 corps and a cavalry division)

8 bases of skirmish infantry, armed with breech-loading rifles. 4 of average quality, 4 of elite quality
2 bases of cavalry of average quality
4 bases of artillery armed with breech-loading rifled artillery. 2 are elite, 2 are average.

French 1870 (3 corps)

10 bases of infantry – 4 green quality, 4 average quality, 2 elite which maybe be Zouaves or other African troops who can Wild Charge. All are armed with superior rifles.
3 bases of cavalry of green quality
4 bases of Artillery armed with muzzle loading rifled cannon and average quality. Bases include mitrailleuse.

Design Notes

These rules are inspired by, and copy unashamedly from, the Pz8 WW1 rules. The main introduction is the use of hit points and the firing section of the rules.

I would be very happy if people continue to tinker with these rules and post their amendments, additions and opinions – after all these rules grew out of someone else's work and I hope they grow further out of mine.